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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/814,638	03/22/2001	Harold Mattice	403450	6291

7590 10/20/2003

Harold V. Stotland
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EXAMINER

JONES, SCOTT E

ART UNIT	PAPER NUMBER
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3713

10

DATE MAILED: 10/20/2003

Please find below and/or attached an Office communication concerning this application or proceeding.

Interview Summary	Application No. 09/814,638	Applicant(s) MATTICE ET AL.	
	Examiner Scott E. Jones	Art Unit 3713	

All participants (applicant, applicant's representative, PTO personnel):

- (1) Scott E. Jones. (3) _____
 (2) J. Terry Stratman. (4) _____

Date of Interview: 02 October 2003.

Type: a) ☒ Telephonic b) ☐ Video Conference
 c) ☐ Personal [copy given to: 1) ☐ applicant 2) ☐ applicant's representative]

Exhibit shown or demonstration conducted: d) ☐ Yes e) ☒ No.
 If Yes, brief description: _____.

Claim(s) discussed: In general, all claims were discussed.

Identification of prior art discussed: Wells (U.S. Pub. 2002/0115487).

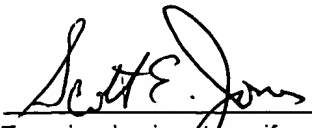
Agreement with respect to the claims f) ☐ was reached. g) ☒ was not reached. h) ☐ N/A.

Substance of Interview including description of the general nature of what was agreed to if an agreement was reached, or any other comments: See Continuation Sheet.

(A fuller description, if necessary, and a copy of the amendments which the examiner agreed would render the claims allowable, if available, must be attached. Also, where no copy of the amendments that would render the claims allowable is available, a summary thereof must be attached.)

THE FORMAL WRITTEN REPLY TO THE LAST OFFICE ACTION MUST INCLUDE THE SUBSTANCE OF THE INTERVIEW. (See MPEP Section 713.04). If a reply to the last Office action has already been filed, APPLICANT IS GIVEN ONE MONTH FROM THIS INTERVIEW DATE, OR THE MAILING DATE OF THIS INTERVIEW SUMMARY FORM, WHICHEVER IS LATER, TO FILE A STATEMENT OF THE SUBSTANCE OF THE INTERVIEW. See Summary of Record of Interview requirements on reverse side or on attached sheet.

Examiner Note: You must sign this form unless it is an Attachment to a signed Office action.


 Examiner's signature, if required

Summary of Record of Interview Requirements

Manual of Patent Examining Procedure (MPEP), Section 713.04, Substance of Interview Must be Made of Record

A complete written statement as to the substance of any face-to-face, video conference, or telephone interview with regard to an application must be made of record in the application whether or not an agreement with the examiner was reached at the interview.

Title 37 Code of Federal Regulations (CFR) § 1.133 Interviews

Paragraph (b)

In every instance where reconsideration is requested in view of an interview with an examiner, a complete written statement of the reasons presented at the interview as warranting favorable action must be filed by the applicant. An interview does not remove the necessity for reply to Office action as specified in §§ 1.111, 1.135. (35 U.S.C. 132)

37 CFR §1.2 Business to be transacted in writing.

All business with the Patent or Trademark Office should be transacted in writing. The personal attendance of applicants or their attorneys or agents at the Patent and Trademark Office is unnecessary. The action of the Patent and Trademark Office will be based exclusively on the written record in the Office. No attention will be paid to any alleged oral promise, stipulation, or understanding in relation to which there is disagreement or doubt.

The action of the Patent and Trademark Office cannot be based exclusively on the written record in the Office if that record is itself incomplete through the failure to record the substance of interviews.

It is the responsibility of the applicant or the attorney or agent to make the substance of an interview of record in the application file, unless the examiner indicates he or she will do so. It is the examiner's responsibility to see that such a record is made and to correct material inaccuracies which bear directly on the question of patentability.

Examiners must complete an Interview Summary Form for each interview held where a matter of substance has been discussed during the interview by checking the appropriate boxes and filling in the blanks. Discussions regarding only procedural matters, directed solely to restriction requirements for which interview recordation is otherwise provided for in Section 812.01 of the Manual of Patent Examining Procedure, or pointing out typographical errors or unreadable script in Office actions or the like, are excluded from the interview recordation procedures below. Where the substance of an interview is completely recorded in an Examiners Amendment, no separate Interview Summary Record is required.

The Interview Summary Form shall be given an appropriate Paper No., placed in the right hand portion of the file, and listed on the "Contents" section of the file wrapper. In a personal interview, a duplicate of the Form is given to the applicant (or attorney or agent) at the conclusion of the interview. In the case of a telephone or video-conference interview, the copy is mailed to the applicant's correspondence address either with or prior to the next official communication. If additional correspondence from the examiner is not likely before an allowance or if other circumstances dictate, the Form should be mailed promptly after the interview rather than with the next official communication.

The Form provides for recordation of the following information:

- Application Number (Series Code and Serial Number)
- Name of applicant
- Name of examiner
- Date of interview
- Type of interview (telephonic, video-conference, or personal)
- Name of participant(s) (applicant, attorney or agent, examiner, other PTO personnel, etc.)
- An indication whether or not an exhibit was shown or a demonstration conducted
- An identification of the specific prior art discussed
- An indication whether an agreement was reached and if so, a description of the general nature of the agreement (may be by attachment of a copy of amendments or claims agreed as being allowable). Note: Agreement as to allowability is tentative and does not restrict further action by the examiner to the contrary.
- The signature of the examiner who conducted the interview (if Form is not an attachment to a signed Office action)

It is desirable that the examiner orally remind the applicant of his or her obligation to record the substance of the interview of each case. It should be noted, however, that the Interview Summary Form will not normally be considered a complete and proper recordation of the interview unless it includes, or is supplemented by the applicant or the examiner to include, all of the applicable items required below concerning the substance of the interview.

A complete and proper recordation of the substance of any interview should include at least the following applicable items:

- 1) A brief description of the nature of any exhibit shown or any demonstration conducted,
- 2) an identification of the claims discussed,
- 3) an identification of the specific prior art discussed,
- 4) an identification of the principal proposed amendments of a substantive nature discussed, unless these are already described on the Interview Summary Form completed by the Examiner,
- 5) a brief identification of the general thrust of the principal arguments presented to the examiner,
(The identification of arguments need not be lengthy or elaborate. A verbatim or highly detailed description of the arguments is not required. The identification of the arguments is sufficient if the general nature or thrust of the principal arguments made to the examiner can be understood in the context of the application file. Of course, the applicant may desire to emphasize and fully describe those arguments which he or she feels were or might be persuasive to the examiner.)
- 6) a general indication of any other pertinent matters discussed, and
- 7) if appropriate, the general results or outcome of the interview unless already described in the Interview Summary Form completed by the examiner.

Examiners are expected to carefully review the applicant's record of the substance of an interview. If the record is not complete and accurate, the examiner will give the applicant an extendable one month time period to correct the record.

Examiner to Check for Accuracy

If the claims are allowable for other reasons of record, the examiner should send a letter setting forth the examiner's version of the statement attributed to him or her. If the record is complete and accurate, the examiner should place the indication, "Interview Record OK" on the paper recording the substance of the interview along with the date and the examiner's initials.

Continuation of Substance of Interview including description of the general nature of what was agreed to if an agreement was reached, or any other comments: Applicant's representative requested an telephonic interview to discuss a proposed claim amendment to overcome the prior art of record. In particular, Applicant's representative believes the instant invention distinguishes from Wells because in Wells the controllers are configured in a loop configuration, whereas, in the instant invention, the controllers are configured in a string. An agreement was not reached on the claims, however, full and fair consideration will be given to Applicant's timely submitted, official written response to the Office.

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10/21/03

Facsimile Transmission

Date: September 16, 2003

RECIPIENT

Examiner Scott E. Jones

FAX NO.

703-746-3237

FROM:

J. Terry Stratman

PHONE:

(312) 269-8954

DIRECT FAX: 312-739-6986

RE:

Harold Mattice et al.

Matter No. 403450

Patent Application for:

SYSTEM FOR INDIVIDUAL CONTROL OF

ACCESS TO MANY DEVICES WITH FEW WIRES

Filed: March 22, 2001

Serial No. 09/814,638

ATTACHMENT TO
INTERVIEW SUMMARY
PAGE 12 NO. 10. DO NOT
ENTER AMENDMENT.
PROPOSED CLAIM
Scott E. Jones
10-16-03

File No:

25814-403450

Number of Pages, Including Cover:

ENCLOSURE:

Draft listing of amended claims for discussion at interview

MESSAGE:

Please call to discuss.

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CH1 10579942.1

Received from <3127396966> at 9/16/03 12:19:27 PM [Eastern Daylight Time]

DRAFT NOT FOR FILING**Listing of Claims**

1. (currently amended) A gaming system comprising:
 - a plurality of devices to be individually accessed;
 - a host controller having a data out terminal a power terminal and a common terminal;
 - a plurality of local controllers each having a data in terminal, a data out terminal, a power terminal, a common terminal and plural device terminals,
 - the controllers being interconnected in a string such that only one local controller is directly connected to the host controller with the data out terminal of the host controller being connected to only the data in terminal of a first local controller and the data in terminal of each of the other local controllers being connected to only the data out terminal of the preceding local controller in the string;
 - each local controller having its device terminals respectively connected to individual ones of the devices;
 - a power line interconnecting the power terminals of the host controller and all of the local controllers; and
 - a common line interconnecting the common terminals of the host controller and all of the local controllers.
2. (original) The gaming system of claim 1, wherein the devices include optical devices.
3. (original) The gaming system of claim 2, wherein each of the optical devices is an LED.
4. (original) The gaming system of claim 1, wherein each of the local controllers is a microcontroller.

5. (original) The gaming system of claim 1, wherein the host controller includes a data in terminal, the data out terminal of a last node being connected to the data in terminal of the host controller.

6. (original) The gaming device of claim 5, wherein at least one of the devices is a device having states which are to be detected.

7. (original) The gaming system of claim 6, wherein the at least one of the devices is a switch.

8. (original) The gaming system of claim 1, wherein the host controller includes means for producing at its data out terminal an output signal comprising a serial digital data stream directed to all of the nodes.

9. (original) The gaming system of claim 8, wherein the devices include at least one device having states which are to be controlled, the output signal including data for controlling states of the at least one device.

10. (original) The gaming device of claim 9, wherein at least one device is an LED.

11. (previously presented) The gaming system of claim 8, wherein the devices include switches and LEDs, the output signal including data bits for causing the local controllers to record the states of the switches and data bits for causing the local controllers to control the states of the LEDs.

12. (original) The gaming system of claim 1, wherein all of the devices are associated with a single gaming machine.

13. (currently amended) A gaming system comprising:

a plurality of devices to be individually accessed, arranged in a string of N nodes having first and second spaced ends, with each node including up to M of the devices, wherein M and N are whole numbers greater than one;

a host controller disposed at the first end of the string and having a data out terminal;

a plurality of local controllers respectively associated with the nodes,

each local controller having a data in terminal and a data out terminal and including a M -bit shift register with the register positions respectively connected to device output terminals to which the devices of the associated node may respectively be connected;

the data out terminal of the host controller being connected to only the data in terminal of a first node and the data in terminal of each of the other nodes being connected to only the data out terminal of the preceding node in the string so that the string of nodes provides a $(M \times N)$ -bit shift register;

the host controller producing at its data out terminal an output signal comprising a serial digital data stream including $M \times N$ bits followed by a strobe indicator so that the $M \times N$ bits are sequentially loaded into and fill the $(M \times N)$ -bit register;

each local controller being responsive to the strobe indicator for utilizing the contents of its M -bit register for accessing the associated devices.

14. (original) The gaming system of claim 13, wherein each of the local controllers is a microcontroller.

15. (previously presented) The gaming system of claim 14, wherein M is 4.

16. (original) The gaming system of claim 13, wherein the serial digital data stream comprises binary data.

17. (original) The gaming system of claim 13, wherein the devices include at least one device having states which are to be controlled, each local controller being responsive to the strobe indicator for latching the contents of its register to those of its device output terminals connected to the at least one device for controlling states of at the least one device.

18. (original) The gaming system of claim 17, wherein the at least one device is an LED.

19. (original) The gaming system of claim 13, wherein the devices include at least one device having states which are to be recorded, each local controller being responsive to the strobe indicator, for each register position connected to the at least one device, for loading into that register position a bit indicative of the current state of the at least one device.

20. (original) The gaming system of claim 19, wherein the at least one device is a switch.

21. (previously presented) The gaming system of claim 13, wherein the output signal is comprised of bytes each having at least one M-bit segment.

22. (previously presented) The gaming system of claim 21, wherein consecutive M-bit segments of a byte respectively address consecutive nodes.

23. (original) The gaming system of claim 13, wherein all of the devices are associated with a single gaming machine.

24. (currently amended) A gaming system comprising:
a plurality of devices to be individually accessed including one or more first devices to be sensed and one or more second devices to be controlled, the devices being arranged in a string of N nodes having first and second spaced ends, with each node including up to M of the devices, wherein M and N are whole numbers greater than one;

a host controller disposed at the first end of the string and having a data out terminal and a data in terminal;

a plurality of local controllers respectively associated with the nodes,

each local controller having a data in terminal and a data out terminal and including a M-bit shift register with the register positions respectively connected to device output terminals to which the devices of the associated node may respectively be connected;

the data out terminal of the host controller being connected to the only data in terminal of a first node and the data in terminal of each of the other nodes being connected to only the data out terminal of the preceding node in the string so that the string of nodes provides a (MxN)-bit shift register, and the data out terminal of a last node being connected to only the data in terminal of the host controller;

the host controller producing at its data out terminal an output signal comprising a serial digital data stream including MxN bits followed by a strobe indicator so that the MxN bits are sequentially loaded into and fill the (MxN)-bit register,

each local controller being responsive to the strobe indicator for: (a) for each of its register positions connected to a first device, loading into that register position a bit indicative of the current state of the first device; and (b) for each of its register positions connected to a second device, latching the contents of that position to its associated device output terminal for controlling the associated second device.

25. (original) The gaming system of claim 24, wherein each of the local controllers is a microcontroller.

26. (original) The gaming system of claim 25, wherein N is 4.

27. (original) The gaming system of claim 24, wherein the output signal comprises binary data.

28. (original) The gaming system of claim 24, wherein each of the first devices is a switch and each of the second devices is an LED.

29. (original) The gaming system of claim 24, wherein the contents of the (MxN)-bit register is returned to the data in terminal of the host controller in response to the loading into the (MxN)-bit register of an output signal from the host controller.

30. (original) The gaming system of claim 24 wherein all of the devices are associated with a single gaming machine.

31. (currently amended) A method for individually accessing each of a plurality of devices in a gaming system comprising:

grouping the devices into a string of N nodes having first and second spaced ends, with each node including a local controller and up to M devices connected to the local controller, wherein M and N are whole numbers greater than one,

connecting the local controllers in series with one another and with a data out terminal of a host controller disposed at the first end of the string so that the local controllers cooperate to define an (MxN)-bit shift register,

providing a power line connected to all of the controllers and a common line connected to all of the controllers, and

transmitting from the host controller data out terminal to all of the local controllers a serial digital data message including MxN bits respectively corresponding to the devices for individually controlling the devices.

32. (previously presented) The method of claim 31, wherein the data message terminates with a strobe indicator which causes each local controller to access the devices connected thereto in accordance with bits of the data message corresponding to that local controller.

33. (original) The method of claim 32, wherein the data message is a binary data message.

34. (original) The method of claim 31, wherein the devices include at least one device having states which are to be sensed, and further comprising sensing the current state of the at least one device, and returning to the host controller from each node a signal indicative of the current state of the at least one device.

35. (previously presented) The method of claim 34, wherein each digital data message terminates with a strobe indicator, and each local controller responds to the strobe indicator for storing, for each at least one device connected thereto, a data bit corresponding to the current state of the at least one device, the stored bits being shifted from the register in response to a next data message from the host controller.

36. (original) The method of claim 31, wherein the devices include at least one device having states which are to be controlled, and further comprising controlling the states of the at least one device in response to the data message.